



Warlock 1
CLASS & LEVEL

High Elf
RACE/ANCESTRY/HERITAGE

Charlatan
BACKGROUND

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
14 +3 30 ft.

SPEED

SAVING THROWS

+0 Strength Saves
+3 Dexterity Saves
+1 Constitution Saves
-1 Intelligence Saves
+3 Wisdom Saves *
+4 Charisma Saves *
* Prof. bonus added

DEX
+3
16

CON
+1
13

INT
-1
9

WIS
+1
12

CHA
+2
15

Armor Worn: leather armor

HIT POINTS HIT DICE
9 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:*
+5 to hit, reach 5 ft. 1d4+3 piercing
damage. (If thrown, normal range to 20
ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above
but only 1d4 piercing damage.

MAGIC, FEATS & SPECIAL ATTACKS

Poison Spray Cantrip. *Ranged Spell Attack:*
Target a creature within 10 ft. that you can
see, it must succeed on a DC 9 Constitution
saving throw or take 1d12 poison damage.
(No damage if made save.)

Eldritch Blast Cantrip. *Ranged Spell Attack:* +4
to hit, target one creature within 120 ft. range.
Hit: 1d10 force damage with 1 beam(s). (If
more than one beam, blast can be used as
multiple beams of 1d10, each with separate
attack roll to hit as one attack action.)

Charlatan Background [PHB p. 128]

- **Feature:** False Identity.
- **Traits:** Constant flattery. Never turns down a dare.
- **Ideal:** Shares loot with the needy.
- **Bond:** Donates to like-mined temples.
- **Flaw:** Can't resist a pretty face.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, longbow,
longsword, shortbow, shortsword

Tools: disguise kit, forgery kit

Saving Throws: Wisdom, Charisma

Skills: Arcana, Deception, Intimidation,
Perception, Sleight of Hand

Languages: Common, Elvish

RACE

High Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 210 years old
- Medium Size (5' 2", 122 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Poison Spray*)

CLASS

Warlock Class Features [PHB p. 106]

- Otherworldly Patron (The King Fool Of All Motleys)
- Pact Magic (all cast as 1st level spells, regain spell slots after short or long rest)
- Fey Presence (cause charm or fear)

INVOCATIONS

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Eldritch Blast,*
Poison Spray, True Strike

Known Spells (1 spell slots)
Charm Person, Hex

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) daggers, light crossbow and 20 bolts, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 12 gold pieces (gp); 9 silver pieces (sp); 28 copper pieces (cp); 4 gems (worth 10 gp each)